THE ETERNAL CHAMPIONS BREAK LOOSE - INSIDE!

No.20 March 4th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

sonic the comic

starring SONIC THE HEDGEHOG

WIN

SUPER SONIC VIDEOS!

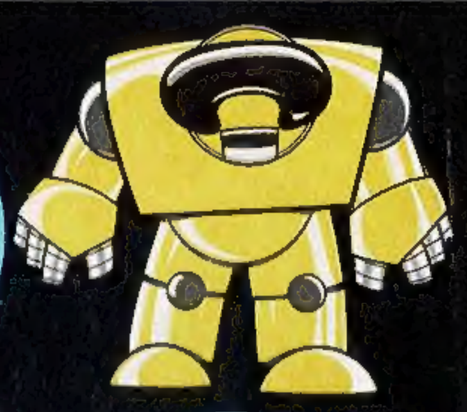
SHINOBI

ON THE EDGE - CAN HE HACK IT?

WARD 93

9 770969 304013 20

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Next issue STC is 21 issues old - more than a good reason to celebrate. So we're going to give you some presents (you heard right).

In two weeks time get ready to receive a free **Sonic Super Spinner!** This awesome mini-frisbee spins faster than the Cool Blue One himself! In STC 22 for the **STC Tattoo Set**! Mark yourself as a major Sonic fan with these exclusive temporary tattoos - guaranteed to come off, leaving you remarkably unblemished.

What do you mean it's not enough?

Right then, In this issue we have 24 sets of the the **Adventures of Sonic The Hedgehog** videos for you to get your grasping mitts on. Each set features two cassettes of episodes from the Sonic animated TV show (now also appearing on Channel 4's 'The Big Breakfast' show).

You want more?

Okay, how about news of the next **Sonic The Poster Mag**? Due out next week **STPM** no. 3 stars, you guessed it, Sonic in not only a brand-new poster but also a brand-new 6-page comic strip. Stake out your local newsie now and try not to be crushed in the stampede to buy it!

Could you possibly want anything else? No, I thought not.

Megadroid

HUMAN ERROR: STC 17

Apologies to everyone who had trouble finding copies of STC no.17 last month. Distribution problems caused that particular issue to go on sale a few days later than normal.

Thanks to all those Boomers - or their 'minders' - that called the STC offices to find out where STC 17 was. It was good to hear than each new issue of Britian's Only Official Sega Comic is such an eagerly-awaited event.

Hopefully you all managed to get hold of issue 17 eventually. If you didn't keep an eye open for the new STC Back Issue Service, starting soon!

"Why Haven't You Printed My Letter?"

HOW TO SEE YOUR NAME IN STC

Hundreds of letters and drawings arrive in the STC office every week. Only a select few get chosen to appear in Speedlines. Why?

Well, space is the main problem - we just don't have room to print all your missives in each issue. However, there is another factor behind what gets chosen - quality. The sad fact is a small number of letters and drawings just aren't good enough to appear in STC.

How do you make sure your work gets a better chance of getting selected? Follow these simple guidelines for a chance at fame, fortune and your name in STC!

LETTERS

1. Keep your letters short and to the point.
2. Write neatly and clearly.
3. Include your name and full address (if you don't we can't send you a prize!).

DRAWINGS

1. Draw in ink on white paper.
2. Avoid using pencil or crayon - our printers have a problem photographing them.
3. Write your name and address clearly on the back of each picture you send.
4. Be original! Don't just copy pictures out of the comic - try to come up with your own ideas. Original drawings get noticed!

GENERAL

1. We cannot return drawings and photographs unless your send a stamped, self-addressed envelope.
2. Write your name and address on the back of your photographs - they sometimes get separated from your letters.
3. Don't challenge us not to print your letter - because we probably won't!

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

MEGA DRIVE

1	▲	ALADDIN
2	▼	SENSIBLE SOCCER
3	▲	STREETFIGHTER 2 CHAMP ED.
4	▼	SONIC SPINBALL
5	▲	MORTAL KOMBAT
6	▼	SONIC THE HEDGEHOG 2
7	▲	ROBOCOP V TERMINATOR
8	▲	F1
9	RE	PGA TOUR GOLF 2
10	▼	MICRO MACHINES

MEGA CD

1	▲	THUNDERHAWK
2	▼	SONIC CD
3	—	NIGHT TRAP
4	▲	SILPHEED
5	▼	LETHAL ENFORCERS
6	▲	ECCO THE DOLPHIN
7	—	SEWER SHARK
8	▼	FINAL FIGHT
9	RE	HOOK
10	—	BATMAN RETURNS

MASTER SYSTEM

1	—	SONIC CHAOS
2	—	JUNGLE BOOK
3	—	MORTAL KOMBAT
4	—	OLYMPIC GOLD
5	▲	JURASSIC PARK
6	RE	MICKEY MOUSE
7	▼	WINTER OLYMPICS
8	RE	PRINCE OF PERSIA
9	▼	THE FLINTSTONES
10	RE	GOLDEN AXE

GAME GEAR

1	—	SONIC CHAOS
2	—	JUNGLE BOOK
3	—	ECCO THE DOLPHIN
4	▲	SONIC THE HEDGEHOG 2
5	▲	PGA TOUR GOLF
6	▼	COOL SPOT
7	▲	WINTER OLYMPICS
8	—	BATMAN RETURNS
9	RE	SHINOBI 2
10	RE	CHUCK ROCK

ELSPA CHARTS COMPILED BY GALLUP

SONIC AND TAILS ANSWER A CALL FOR HELP FROM THE PEOPLE OF THE HILL TOP ZONE.

Sonic THE HEDGEHOG

HILL TOP TERROR

LOOK AT THAT VOLCANO, SONIC.

NO KIDDING! YOU MEAN THE MOUNTAIN WITH ALL THE SMOKE COMING OUT OF IT? BRILLIANT OBSERVATION!

SONIC! LOOK OUT!

TURTLOIDS!

LOOKS LIKE WE'RE EXPECTED!

BE CAREFUL, SONIC!

YOU'RE TALKING TO THE WRONG HEDGEHOG, PIXEL BRAIN! IT'S THESE CREEPS WHO SHOULD WORRY!

Script: Nigel Kitching **Art:** Ferran Rodriguez **Lettering:** Ellie de'Ville

THAT'S THE LAST ONE. LET'S HEAR IT FOR THE COOL BLUE HEDGEHOG!

OH-OH. NO MATTER *HOW* COOL I AM, I STILL HAVEN'T LEARNED HOW TO *FLY*...

...LET'S HOPE TAILS IS ON THE CASE!

SONIC

GOTTA ADMIT IT, PAL, OCCASIONALLY YOU *DO* HAVE YOUR USES!

GEE, *THANKS*, SONIC!

LOOK SONIC, CHIEF KORDON HIMSELF IS HERE TO MEET US. THIS IS A *GREAT HONOUR*.

HE PROBABLY JUST WANTS MY AUTOGRAPH.

GREETINGS SONIC THE HEDGEHOG, AND MANY THANKS FOR ANSWERING OUR CALL FOR HELP SO PROMPTLY.

HEY, NO HASSLE, POPS! WHAT'S THE *PROBLEM*?

THE MOUNTAIN OF DESTINY HAS BECOME ACTIVE. SOON IT WILL ERUPT AND OUR HOMES WILL BE DESTROYED!

THE GODS ARE ANGRY WITH US!

LOOK BUDDY, I DON'T BUY ANY OF YOUR SUPERNATURAL MUMBO-JUMBO! BUT I'LL CHECK THINGS OUT FOR YOU!

SONIC, HAVE SOME RESPECT!

NO TIME FOR GOOD MANNERS, LITTLE BUDDY. WE'VE GOT US A ZONE TO SAVE!

IF YOU SAY SO, SONIC.

WHOOSH!

BOOM!

SOON AT THE VOLCANO'S RIM...

YOU'RE NOT GOING DOWN THERE, ARE YOU SONIC?

GOT ANY BETTER IDEAS, KID?

I COULD HAVE SWORN I SAW SOMETHING MOVE DOWN HERE...

ARE YOU SERIOUS? THAT'S MOLTEN LAVA!

RRARGH!

SONIC! WE'RE FALLING!

WORSE THAN THAT, BUDDY... I WAS JUST *WRONG* ABOUT SOMETHING!

MY TAILS CAN ONLY CARRY US BOTH FOR A FEW MINUTES...

TRY AND MAKE IT TO THAT LEDGE OVER THERE, BUDDY. IT'S OUR ONLY CHANCE!

OH, NO! IT'S HAPPENED AGAIN! SONIC HAS CHANGED INTO...

SUPER SONIC!*

RAAAAA!

SONIC! I... I'M SORRY, SONIC... I JUST *CAN'T* MAKE IT! I CAN'T SAVE YOU.

NO PROBLEM... RRR... I DON'T NEED YOU NOW... RRRA...

* WHEN SONIC IS TRAPPED IN A DESPERATE SITUATION, THE STRESS CAN CAUSE THIS MYSTERIOUS TRANSFORMATION. EVEN SONIC DOESN'T REALLY KNOW HOW IT HAPPENS.

ALL RIGHT, UGLY! THIS IS WHERE YOU GET YOURS!

GLUB!

CRASH! KRUMP! SKRETCH!

RAAGH! THAT'S WHAT YOU GET FOR NOT CHEWING YOUR FOOD PROPERLY, CREEP!

KROOM!

SONIC. OVER HERE!

I THINK I'VE FOUND WHAT WE'RE LOOKING FOR!

GREETINGS, SONIC! YES, YOU'VE WALKED STRAIGHT INTO ANOTHER OF MY BRILLIANT TRAPS!

IT'S DOCTOR ROBOTNIK, WHAT ARE WE GOING TO DO?

YOU CAN DO WHAT YOU LIKE, YOU LITTLE WHINER! I'M GOING TO DESTROY EVERYTHING, DESTROY, DESTROY!

SEISMATRON

TOO LATE, SPIKEBALL! NOTHING CAN STOP MY SEISMATRON NOW! IN JUST THREE SECONDS THE VOLCANO ERUPTS!

AND BY THE WAY, I PREFERRED YOU IN THE BLUE.

THREE SECONDS? I'M OUTTA HERE!

LET GO OF MY LEG, KID!

NOT A CHANCE!

AS SOON AS I'M SAFE I'LL TAKE CARE OF YOU, YOU LITTLE CREEP!

SONIC, DON'T YOU REMEMBER ME? BOY I HATE IT WHEN YOU BECOME SUPER SONIC!

KRAK-A-BOOM!

THERE IS NO HOPE FOR US, SONIC HAS FAILED!

SAY YOUR PRAYERS!

SONIC, YOU'VE GOT TO STOP THE VOLCANO SOMEHOW!

LET THE HILL TOP PEOPLE DIE. WHAT DO I CARE?

WELL IF YOU CAN'T DO ANY-THING...

WHO SAID CAN'T? WATCH THIS!

LOOK AT HIM GO! HE'S ACTING LIKE A SUPER-SONIC FAN TO COOL THE LAVA.

SONIC, YOU'RE YOU AGAIN! YOU'RE NOT STILL MAD AT ME, ARE YOU?

WAS I MAD AT YOU? I DON'T REMEMBER MUCH ABOUT WHAT I DO WHEN I GO SUPER!

HANG ON A SEC WHILE THE DUST CLEARS, I WANT TO SEE IF IT WORKED...

I DON'T BELIEVE IT! AS YOU COOLED THE LAVA YOU FORMED IT INTO A STATUE OF YOURSELF!

PRETTY GOOD, EH? NOW THESE PEOPLE HAVE REALLY GOT SOME-THING TO ADMIRE!

NEXT ISSUE : GIRL TROUBLE!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Steve May & Vincent Low.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

PRIZEFIGHTER

game type: SPORTS
1 PLAYER

MCD

Prepare to pump those muscles for **Prizefighter** is the latest hot title to hit the Mega CD. It enables you to take on some of the world's meanest fighters, who in turn, try their best to rearrange your features. **Prizefighter** is no mere computer-style boxing game. You get the opportunity to box with real professionals.

The introduction is amazing as the controller exits the changing room to face the hordes of press and public. There are ten boxers to choose from, but you have to earn the right to choose the best seven by winning several bouts. The selection includes: Mega Joe, T Rex, or Honeyboy, to compete against The Kid. You can set your power points between your left and right hands or your stamina.

As this game contains actual film footage, you really feel as if you are there as you make your entrance into the arena. The introductions are made in the glare of the ring and the whole game is filmed from the first person perspective, featuring actors and an audience.

During the fight, your opponent dances mischievously around you, although you can block, punch, or slip away from his attacks. It takes a while to time your punches just so, but when at last you have perfected your timing, there is unadulterated pleasure in watching your opponent fly backwards in slow motion and collapse in a heap on the canvas. There are also some nice touches with the referee describing the fighters as '...fiercer than a thermo-nuclear war'!

Overall, **Prizefighter** is a good start to sports games appearing on the Mega CD, and it's really is like being there. - VL

FAST FAX

PUBLISHER: SEGA
PRICE: £49.99 (2 DISCS)

GRAPHICS: 90
SOUND: 88
PLAYABILITY: 65

RAVES: Very realistic.
GRAVES: Controls are slightly lacking.

OVERALL: 75%

WIZ 'N' LIZ

game type: ARCADE
1-2 PLAYERS

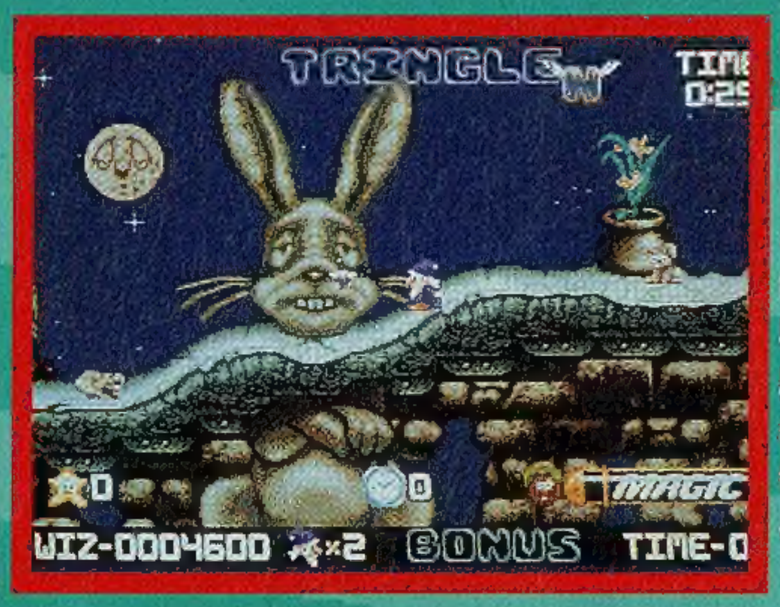
MD

They say imitation is the greatest form of flattery. I say it sucks. It's only worth imitating something if you can deliver a lookalike that's just as much fun as the orginal, or at least mutate it into something else of moderate interest. Let's put it this way: **Wiz 'n' Liz** will look *very* familiar to readers of *Sonic The Comic*.

You need more? Imagine the first *Sonic* game - only without the Spiked One, Robotnik, the coins, and the addictive action. Are you begining to get the picture? Now replace our hip hog with a witless wizard, but keep the speedy sprites and rolling horizontal runways, and pepper the playing field with cute Wabbits that transform into letters, fruits and bonus items when you run over them. For good measure, throw in a few lame end-of-level bosses (because that's what games like this have, right?), and Eureka - you have **Wiz 'n' Liz**, or at least a cartridge that's painfully similar.

OK. It's not *all* bad. There's no denying that this is a colourful looking slice of arcadia. There's a lot of detail in the backdrops and the opening credits are very nicely done. But neat graphics do not a good cart make.

After fifteen minutes of struggling to maintain an interest in this nonsense, I just wanted to plug in the game that clearly inspired it and remind myself exactly how fine and fresh that first *Sonic* adventure was. Alternatively, I might dig out and dust down *Defender*. Now that's what you call a game. - SM.



FAST FAX

PUBLISHER: PSYGNOSIS
PRICE: £44.99

GRAPHICS: 65
SOUND: 60
PLAYABILITY: 50

RAVES: Lots of colourful bunnies.
GRAVES: Derivative and uninvolving.

OVERALL: 61%

REVIEW Zone EXTRA

SOCCER MANIA!

FIFA INTERNATIONAL SOCCER

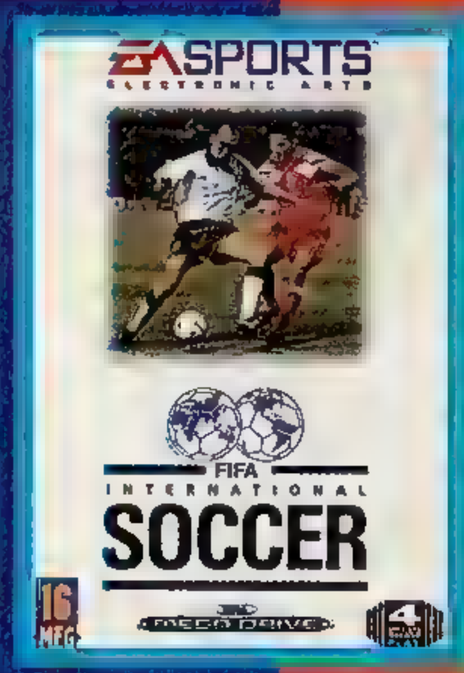
1-4 PLAYERS

Soccer games are big business right now. STC asked Christopher Jones to investigate the latest 'state of play' and get the opinions of some 'expert' players.

Football is a game that excites the passions, jangles the nerves and can deliver beautiful glory. A crunching tackle that deflates an opposition player, a flying save by a 'keeper' stretching every muscle in his body, and a net left billowing after a bullet goal from a top striker. Soccer is Britain's national game, from kicking a ball around a playground to watching a match on TV, everyone knows a bit about the game of twenty-two players and a leather ball.

In the summer of 1994, the World Cup Finals are held for the first time in the U.S.A. These finals promise American-style razzmatazz and games played inside huge, domed arenas, packed with screaming fans. Congratulations to the Republic of Ireland as Jack Charlton and his team have qualified to take part in the soccer festivities. However, home international teams England, Scotland, Wales, and Northern Ireland all disappointed their fans by failing to book a place in soccer's most important competition. All is not lost, though, because to ease the pain there are two new premier soccer games available on the Sega Mega Drive that deliver an equalising blast of happiness.

FIFA International Soccer by Electronic Arts, and **Sensible Soccer** by Sony Imagesoft, have recently been storming the Mega Drive charts. They enable you to get mixed up with the flailing boots, nasty fouls and game-winning goals, all from the comfort of your own computer dug-out. It's big match action all the way with these sport simulations.



date on the Mega Drive, **FIFA International Soccer** drops you right in the middle of a World Cup [illegible] playing and managing the [illegible] game played on a three dimensional, especially [illegible] pitch. The [illegible] flying [illegible] Gigg's standards with your ball skills.

FIFA International Soccer also has an endless list of play options. You can choose your strategy and opt to 'Attack' or 'Defend'. You can [illegible] Long Ball [illegible] team players is also possible, as are automatic goalkeepers. All this makes it a game worth dipping into the transfer market for. By this, I mean transferring it from the shop to your Mega Drive.

FAST FAX

PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99

GRAPHICS 95

SOUND 95

PLAYABILITY 90

RAVES

[illegible] Football [illegible] Other [illegible] only

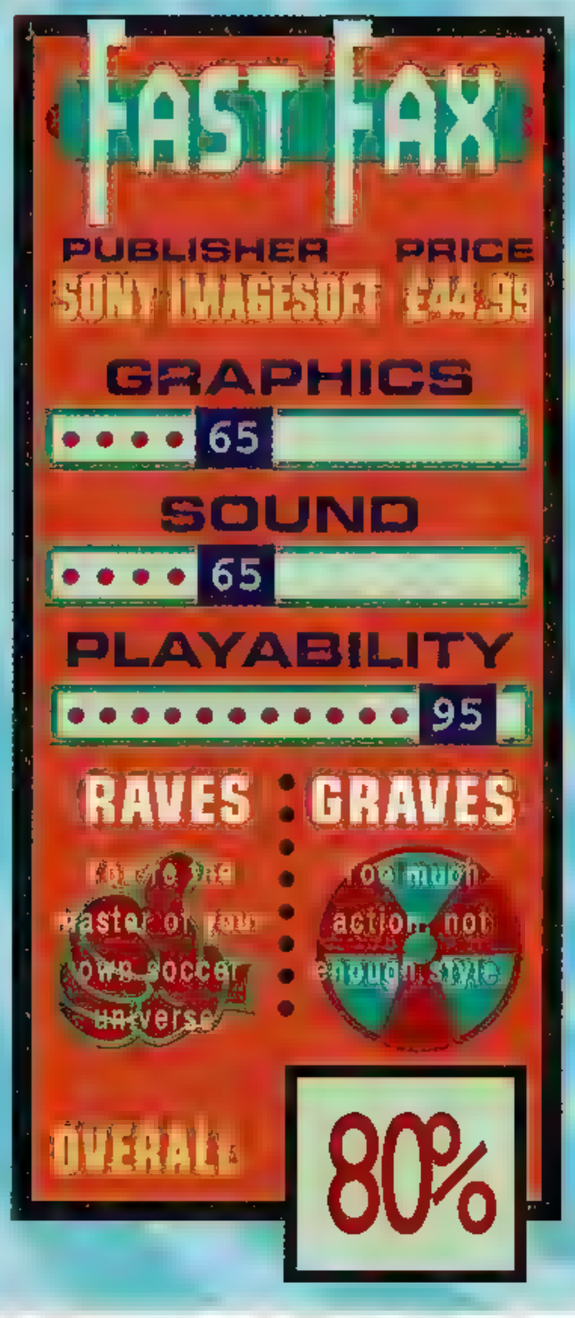
GRAVES

What, no club teams?

OVERALL 95%

SENSIBLE SOCCER

1-4 PLAYERS



This game delivers a no-frills, fast and furious dose of soccer action. Its arcade style soccer gameplay is highly addictive, even if its graphics and sound are not exactly in the Premier League. You look straight down onto the smooth scrolling pitch and can choose to battle it out in cups, leagues, or international tournaments.

Sensible Soccer is designed to make passing and dribbling easy. Even a beginner can imitate one of Gazza's famed jinking runs. Its speed is a big plus and in a single game, there's hardly time to catch your breath. What it lacks visually, it makes up for in raw energy and fun.

One of this game's best features is that you can create your very own soccer heaven. Leagues can be created, saved on the cartridge and played over a series of weeks. You can even choose which month your competitions start, affecting the weather and which pitch conditions you play under. The teams that inhabit these leagues can be your own creations, or you can use **Sensible Soccer's** silly teams to fill them up. You might want to pair Liverpool and Barcelona with the likes of Crisp Flavours' XI whose star strikers 'Salt & Vinegar' and 'Pickled Onion' regularly find the target. All in all, **Sensible Soccer** has tons of options, kit changing, tactics and the usual substitutions. It will appeal to those who love a quick and fun kick-about.

SUNDAY LEAGUE VIEWS

Sunday league soccer is played by a lot of youngsters who really love the game. For these young players, scoring a goal on a muddy pitch in front of a handful of on-lookers seems to mean as much as if they'd scored in the midst of a Merseyside or Glasgow derby.

STC went down to Motspur Park outside London, where a team called *Charing Cross Association* battle out their home matches. Two of the Mega Drive owning midfielders gave their views as to what they thought of these new super soccer sims.

Stephen Palazzolo, aged 13 and a mad Arsenal fan said: "**FIFA** is brilliant. I like the way the crowd start singing for you if you keep attacking. The graphics are wicked, and the way the players celebrate when you score is realistic".

Bob Weber, aged 12, who supports Chelsea, said about **Sensible Soccer**: "The graphics aren't as spectacular as **FIFA's**, but it's still good fun to play. I like all the stupid teams they have. It's funny when you get a goal and see that the player who scored is called 'Crispy Duck'".

Both these lads dream of one day playing professional soccer, but until then they're happy to play for their schools, and of course, on their Mega Drives.

"If you haven't got the ball you can't score goals."

(Brian Clough)

Three 'Umbro Elite' balls. Around £1·40.

Subbuteo Accessories

"Puts the game in a different league, Brian."

THE ETERNAL CHAMPIONS

PART 2

SCRIPT MICHAEL COOK
ART BRIAN WILLIAMSON
LETTERS STEVE WHITE
LETTERING TOM FRAME

NAKANO INDUSTRIAL MEANS DIFFERENT THINGS TO DIFFERENT PEOPLE.

TO ECONOMISTS, IT'S TOKYO'S FASTEST GROWING INDUSTRIAL CONGLOMERATE. TO INTERNATIONAL ARMS TRADERS, IT'S A HI-TECH WEAPONS PALACE.

AND TO TRANS-TIME FIGHTING TEAM, THE ETERNAL CHAMPIONS, IT'S THEIR NEXT STAGE FOR ACTION

CHAMPIONS, FOLLOW THE BATTLE PLAN AND STAY ON GUARD.

NAKANO INDUSTRIES ALREADY HAS SOME OF THE TWENTIETH CENTURY'S MOST POWERFUL WEAPONRY. IT IS OUR TASK TO ENSURE THEY DON'T DEVELOP THEIR SECRET BIO-KEY PROJECT.

THEY APPEAR TO BE KEEN TO CONTINUE.

SCATTER!

WE MUST DEFEAT THE DEFENCES AND ENTER THE COMPLEX.

THEN LET US TEST THEIR **STRENGTHS.**

COMRADES, IT SEEMS WHAT THEY POSSESS IN SPEED, THEY LACK IN STRENGTH.

KRAKUMK!

THEIR SPEED MEANS NOTHING TO THE LAST SON OF ATLANTIS.

"TYLER! WATCH IT!"

THE FISH-MAN'S GOT NOTHING TO BOAST **ABOUT.** ME AND BLADE'S BLASTED MOST OF THESE SUCKERS.

THEY'RE JUST THE FIRST WAVE. **LOOK!**

YOUR BOASTS HELP US LITTLE, TRIDENT. THE FUTURE WILL JUDGE US BY OUR **ACTIONS.**

RELAX, BLADE. THE BIGGER THEY COME...

THE HARDER THEY FALL.

THEY MIGHT BE PACKING RAY GUNS AND ELECTRIC BRAINS. BUT THEY AIN'T A MATCH FOR PREYING MANTIS KUNG FU.

KRIGG!

IT'S NO USE TELLING THAT TO THIS NEANDERTHAL. HE HAS NOT THE WIT FOR THE MARTIAL ARTS.

RAH! SLASH! SMASH!

CHAMPIONS, THE SECOND WAVE OF DEFENCE IS BREACHED. BUT WE MUST STAY ALERT FOR THE THIRD.

ARRGGHH!

RAH! SLASH SMASH! SLASH SMASH!

HUH?

SLASH! SMAAAGHH!

LUNKHEAD'S IN TROUBLE. I'M GOING IN.

BLADE, **NO!** OUR PLAN OF ATTACK IS TO FIGHT **TOGETHER.**

I ALWAYS WORKED BEST ALONE AND I'M NOT STOPPING NOW.

AGGH!

COMRADES! WE MUST GROUP TOGETHER. OUR UNITY IS OUR STRENGTH.

BEHIND ME! THESE BUSTERS ARE GOING TO NEED SOME HEAVY BLASTING.

NO! WE'VE LOST THREE CHAMPIONS BY DEVIATING FROM THE PLAN. HOLD BACK!

YOU YELLOW-BELLIES. WE GOT TO GET IN AND RESCUE SHADOW AND THE OTHERS.

THERE'S NO WAY WE CAN DEFEAT THEM WITHOUT GREATER FIREPOWER.

COOL IT, RAX. I'M SETTING CO-ORDINATES TO THE CHAMPIONS' TRAINING ROOM. WE CAN REGROUP BACK THERE.

WE AIN'T RUNNING **NOWHERE!**

HUH?

I KNOW WHERE WE CAN GET US **PLENTY OF BIG GUNS!**

NEXT: WELCOME TO THE CYBER-DOME.

NEWS Zone

LIVE FROM LAS VEGAS!

Sega shines at the Big Game show

Dateline: Las Vegas, January 1994. This report of the 1994 Winter Consumer Electronics Show, comes to you from the gaming capital of the world, where all the latest developments in the world of video gaming are first unveiled. STC's own Vincent Low was there.

Sega put on a big display befitting a company who not only took on the mighty Nintendo (who?) in the US market, but is beating them on the 16-bit console front. There were many new arcade titles, as well as a number of new Mega CD games (see following details), while the much-anticipated 32-bit console, code name **Saturn**, was kept behind-the-scenes and shown in its incomplete form to a select few. One new console that was revealed to the public was the amazing new **CDX**, or **Mini-Mega** (see separate item in this News Zone).

On the coin-op arcade front, four Sega Virtua Arcade machines were on show, hooked up to massive projection screens and running the new **Virtua Formula** game. The hugely popular new arcade game **Virtua Fighters** was also there - and was packed out for most of the time!

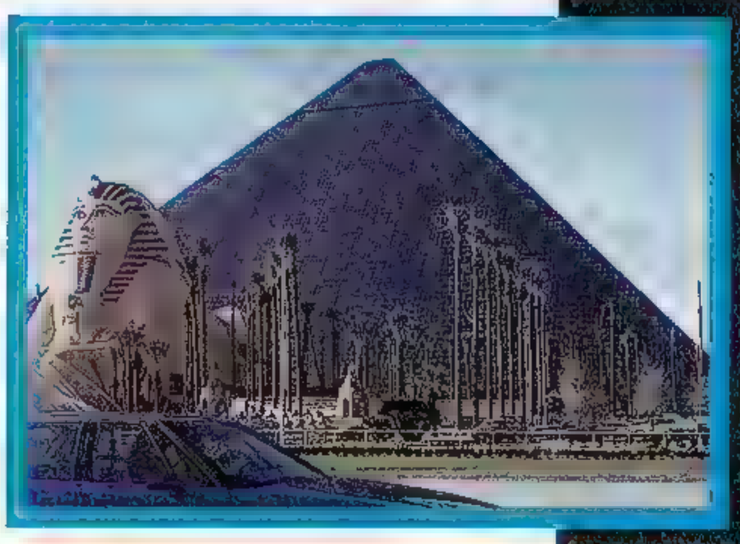
MEGA CD

Much activity is currently taking place around the Mega CD. The goodies on display included:-

Dracula Unleashed (featuring great quality video clips), **Soulstar** from Core Design (a classy little shooter), **Jurassic Park** (some good video clips, but it looked dull), **Double Switch** (another *Night Trap* style game, but with much more depth). **Battlecorps** (a *Battlezone* type game, where you control a tank in a 3D landscape), from Core Design was in early development, **Cliffhanger** from Sony (featured film clips, incredible skateboarding sequences, but dull gameplay).

MEGA DRIVE

The Edge is a new modem-type peripheral that will allow two Mega Drive's to be connected via the telephone. Players can not only battle each other head-to-head, but they also have the ability to talk to each other at the same time! It comes from AT&T, the huge US telephone company, and should be available in the States this summer for around $100. At present, there are no plans to convert it for the UK. A big incentive in America is that, unlike Britain, most local calls are free!



Not surprisingly, one of the most popular areas at the show was the **Sonic The Hedgehog 3** stand. Game players mobbed this stand for a chance to have their first hands-on experience of Sonic's newest adventure. All left very impressed.

One of the strangest Mega Drive games on display was **Barney the Dino**. Barney is a purple Dinosaur who appears in his very own popular Saturday morning TV cartoon show in America. The game is very straightforward and is pitched at the very young.

Other Mega Drive goodies on show featured: **King of the Monsters 2** from Takara, **Fatal Fury 2**, and **Joe and Mac**. Tecmo had two sports games, **Superbowl** and **Super NBA Basketball**, which looked average.

Gametek had a platform game called **Brutal**, **Pinball Dreams** (converted from the Amiga), and a Nigel Mansell racing game. For RPG fans there was **Lunar Silver Star** from Working Designs, which looked pretty basic, but had plenty of depth and challenge for those long winter nights!

Star Trek: The Next Generation for the Mega Drive looked a pretty average RPG, as did **Shadowrun**. **World Heroes**, from the SNK arcade game, looked OK, but was quite a slow player. **Subterrania**, a stunning-looking game, was similar to the golden oldie *Thrust*, from the C64 and Spectrum era.

Tengen is cracking on with its Mega Drive line-up for 1994 and was showing **Awesome Baby Possum** (a platform game with almost continuous speech), **Interplanetary Lizards** (interesting characters, but plays like most platform games), and **Grindstormer** (a great little shooter). Fans of **Lawnmower Man** can get the game of the film quite soon. It has some novel touches with 3D scrolling backdrops and platform sequences.

Tecnos was working away on **Popeye** (an average-looking platformer),and FCI had two RPG games: **Might and Magic 3** and **Eye of the Beholder**.

Tecmagik is coming out of its 'quiet' period with some great-looking products. **Pink Panther** looks just like the cartoon series but is pitched firmly at the younger player, while **Sylvester & Tweetie** is a stunning game with the most incredible digitised speech and music that rates among the best ever heard on a game!

GAME GEAR

There was little to offer in the way of surprises. In fact, the only real points of interest were **Donald Duck in Deep Duck Trouble** (another great platformer), **Scratch Golf**, and some U.S. sports games of limited interest to Europe.

And so we end the Winter CES. The whole circus moves onto Chicago in the summer, when even *more* new games and new hardware will be revealed. Hold your breath until then.

NEW SEGA 16-BIT PORTABLE

Mega Drive and Mega CD in amazing mini-unit

It's known in America as the *Sega Genesis CDX*. Over here it will be called the **Sega Multi-Mega**. Whatever you call it it's the dynamite new addition to Sega's console range: A Mega Drive *and* Mega CD packed into a unit not much bigger than a portable audio CD player.

Slot in a couple of AA batteries and it becomes an audio CD player, giving you music wherever you go. Plug in an AC adaptor, connect it to a TV, plug in a joypad, and you've got a console that will play any Mega CD game from its disc compartment. Or alternatively, any Mega Drive game through its built-in rear cartridge port.

Weighing in around 1.5 lbs, measuring 7.8" wide, 5.5" deep and 1.8" high, the **Multi-Mega** will come bundled with Sega's 6-button joypad, an AC adapator and a pair of Mega CD games. The games are likely to be *Sonic CD* and *Ecco CD* - though plans haven't been finalised as of going to press. Official release date for the UK is planned to be April this year.

Sounds too good to be true? Well, before you rush out and order a **Multi-Mega**, bear in mind that it will cost around £350 and there will, initially, only be limited quantities available.

That aside, the **Multi-Mega** is an extremely impressive, extremely cool piece of kit. STC will bring you more news as we get it.

NEWS

SONY HANGS SLY - TARGETS TEXAS

Movies move in on Mega CD

Two new Mega CD games out this month from Sony Imagesoft owe their existence to movies.

Cliffhanger is based on Sylvester Stallone's hit action movie of last year and features almost 20 minutes of digitised footage from the actual film, including all the best stunts. Gameplay is similar to the already released 16-bit game but adds a high-speed 3D snowboard simulation, unique to the Mega CD version.

From the game-of-the-film to the film-that's-a-game. **Ground Zero, Texas** is the latest of the new breed of 'interactive movies' (films produced specially for the multimedia market). Costing $3 million to make, **Ground Zero, Texas** features 'live action' video scenes and a story which unfolds in different directions, depending on the actions of the player.

As controller in **Ground Zero, Texas** you are an undercover agent sent to investigate strange disappearances in a small Texas border town. It soon becomes clear that alien infiltrators are at work, preparing for a full-scale invasion of Earth. Your simple task is to repel the aliens before they can set up a beach head, thwart their invasion plans and save the world.

Cliffhanger and **Ground Zero, Texas** are out now for the Mega CD, price £44.99 each. **Ground Zero, Texas** contains two disks and may have a PG or older classification.

SONIC THE VIDEO STAR!

24 PAIRS OF SONIC VIDEOS TO BE GIVEN AWAY FREE!

Where's the place to be each Sunday morning at 9.00am? Watching Channel 4, of course, and scoping out the **Adventures of Sonic The Hedgehog**! Can't make that date? Have no fear, STC is here with 24 copies of Tempo Video's new **Adventures of Sonic The Hedgehog** videos, volumes 1 and 2, which could be yours for free!

Tempo Video have crammed three episodes of Sonic's animated TV show onto each 'Video With Attitude' - that's over an hour of flat-out, full-speed action with the Cool Blue One himself. Plus, there's Tails, Doctor Robotnik and his bumbling helpers Scratch and Grounder.

Tempo have kindly given STC, 24 sets of both volumes of this great new video series - and we want you to have them, for nothing, nowt, zero, zilch...for free!

Simply write your name and address (clearly) on a postcard or sealed down empty envelope and post it to:

SONIC VIDEOS,
STC,
25-31 TAVISTOCK PLACE,
LONDON WC1H 9SU.

Entries to arrive by the closing date of **Monday, 14th February** (no valentines, please!). The first 24 names pulled from the hat each win a set of **Adventures of Sonic The Hedgehog** volumes 1 and 2.

FAST & FURIOUS

Beat the rush! Why run around frantically searching for that elusive copy. Be a smart dude and reserve your fortnightly issue of the only true blue

sonic the comic

RESERVATION COUPON

To my Newsagent,

Please reserve/deliver* a Sega-Sational issue of SONIC THE COMIC every fortnight

NAME.....

ADDRESS.....

.....

SIGNATURE.....

(To be signed by parent or guardian if under 16)

*Delete as appropriate

Tempo Video

As seen on Channel 4 Sunday Mornings

Hey! Great news, I'm starring in my own video...

ADVENTURES OF SONIC THE HEDGEHOG™

Being the most happening hedgehog in the hemisphere, what else would you expect?

You can watch yours truly keeping that diabolical tyrant, Dr Robotnik, with his diabolical tyrant side-kicks, in their place. Robotnik comes up with some pretty devious devices to try and get the better of me. But, no way is he going to squash the one and only Super Sonic Hedgehog

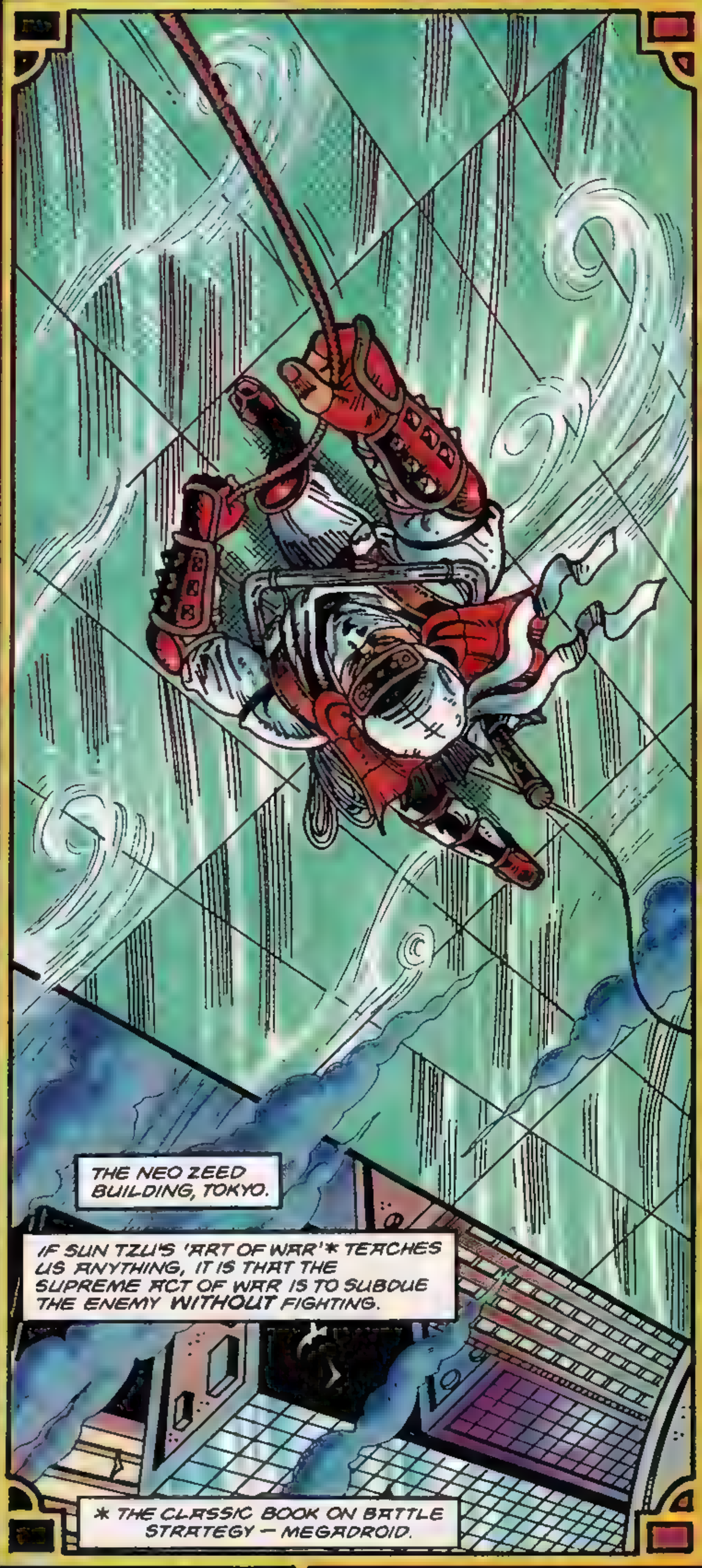
So, if you want to enjoy this video, you're going to need to check out your power, kit yourself out with some super sonic sneakers for maxxed out speed, change your hair to cool blue spikes for total aerodynamics and prepare yourself for the fastest action video in the galaxy.

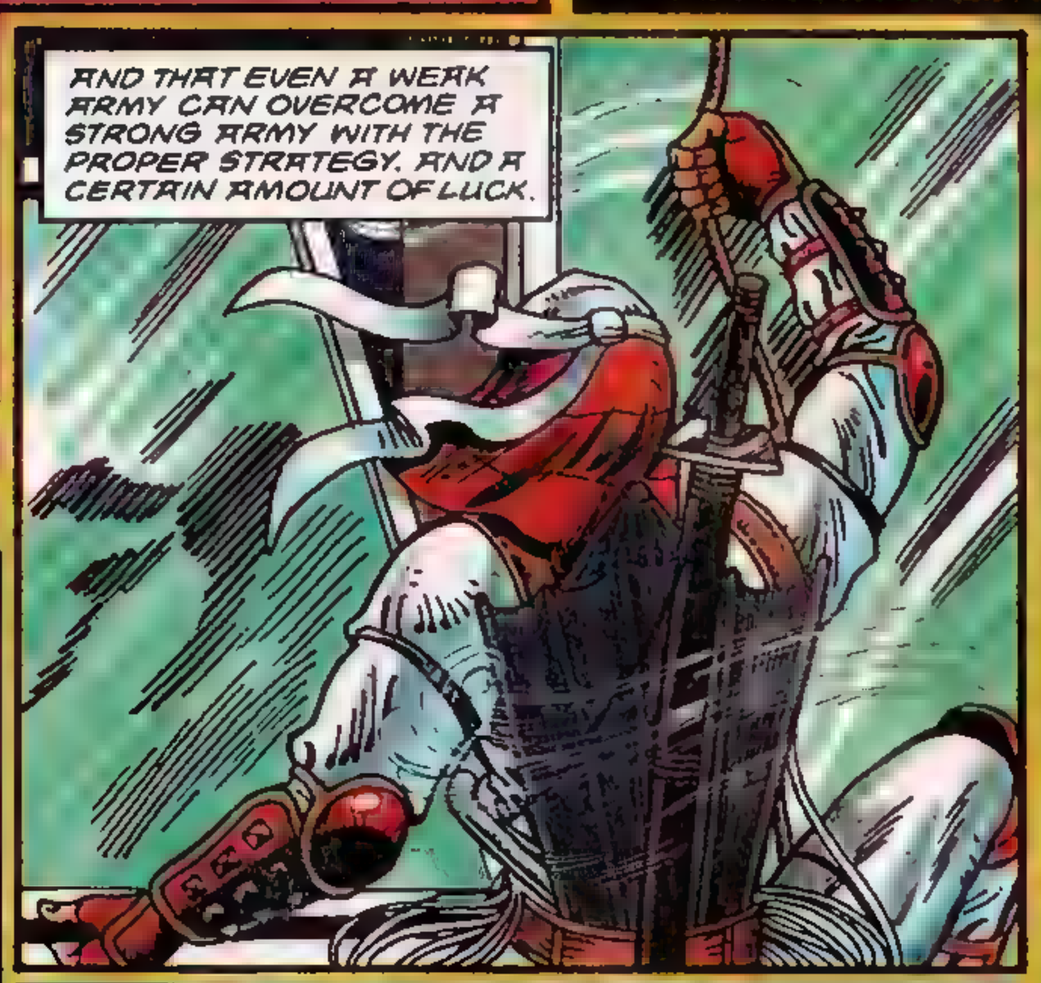
The world's only Video with ATTITUDE is in branches Woolworths, WH Smith, John Menzies, Boots, Blockbuster/Ritz and good video stores

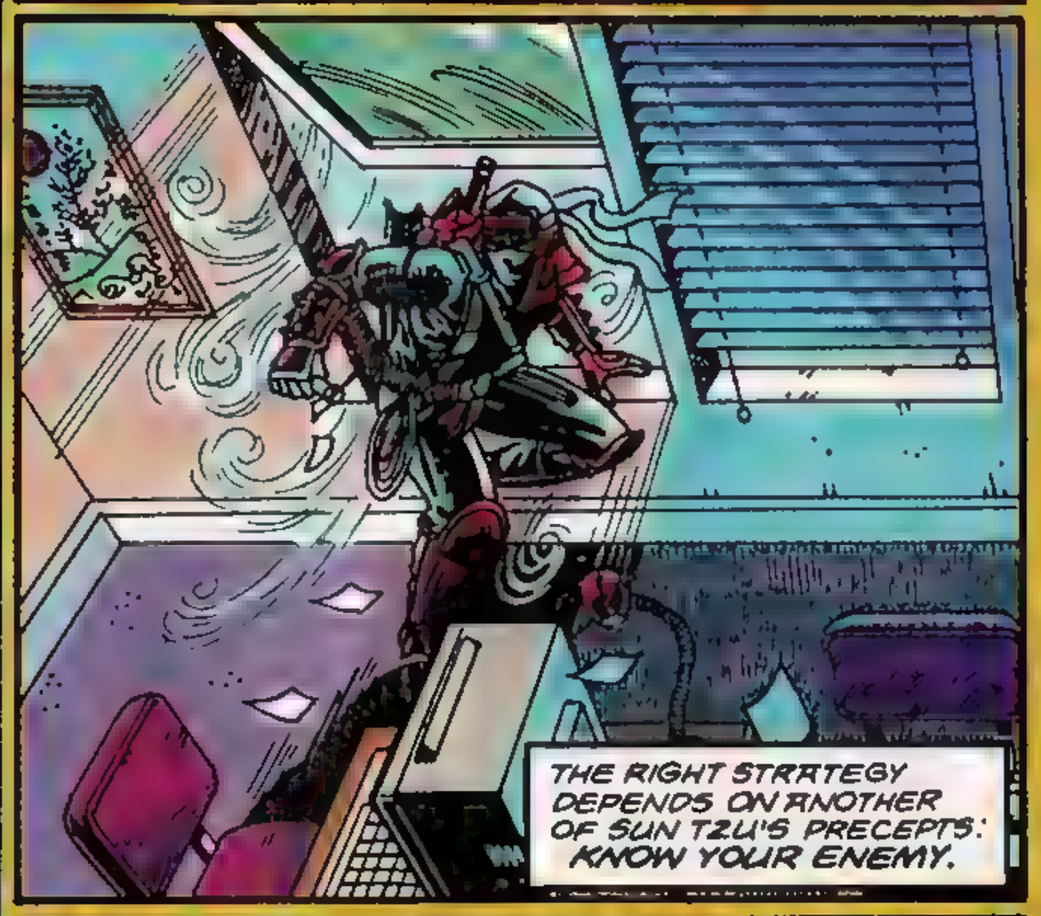
© 1993 DIC Animation City, Inc, Sega of America, Inc. and Bohbot Communications, Inc.

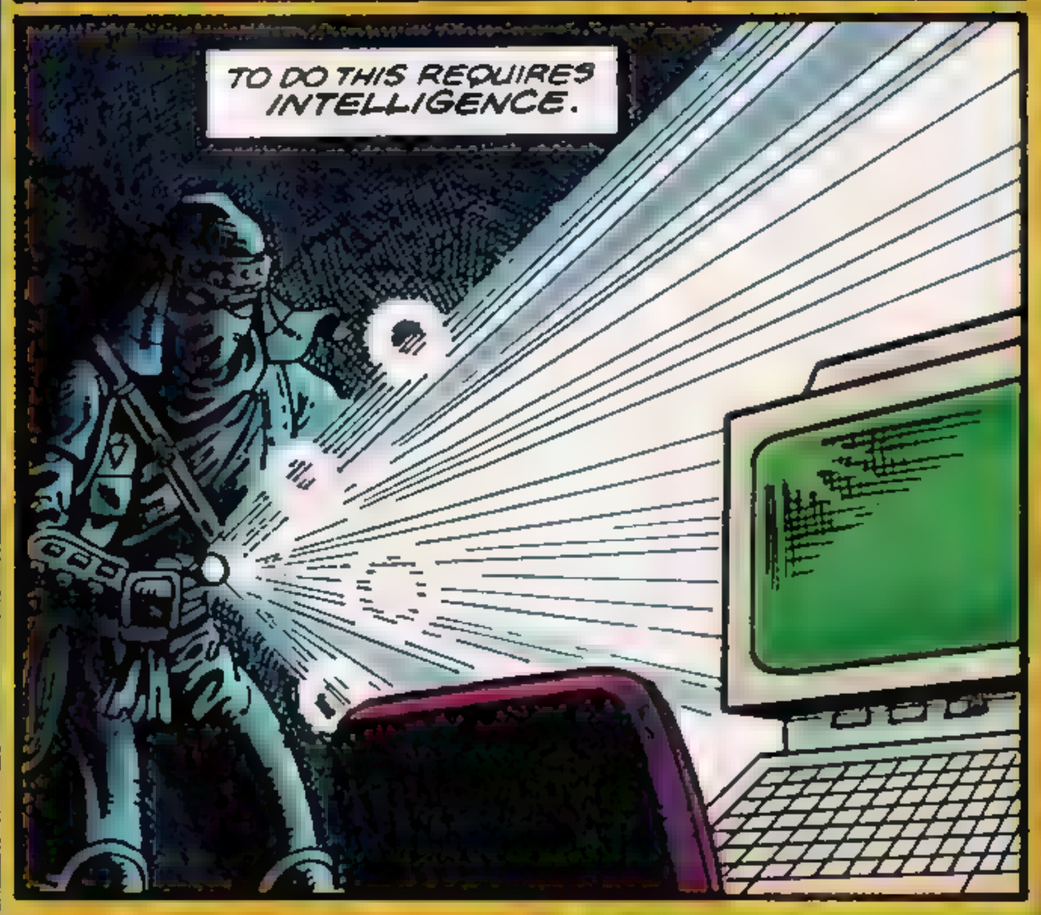
Shinobi

The Art of War
Part 2


THE NEO ZEED BUILDING, TOKYO.
IF SUN TZU'S 'ART OF WAR'* TEACHES US ANYTHING, IT IS THAT THE SUPREME ACT OF WAR IS TO SUBDUE THE ENEMY WITHOUT FIGHTING.
* THE CLASSIC BOOK ON BATTLE STRATEGY — MEGADROID.







Script: Alan McKenzie Art: Jon Haward Lettering: Ellie de Ville

SUN TZU STRESSED THE IMPORTANCE OF ESPIONAGE.

TAK

FOR A SPY TO BE USEFUL HE MUST UNDERSTAND THE CUSTOMS OF THE ENEMY. SPEAK THEIR LANGUAGE.

THE NEO ZEED HAD MOVED INTO THIS CENTURY WITH THEIR STATE-OF-THE-ART COMPUTERS AND DATABASE RECORD SYSTEMS...

ENTERTAINMENT RECORDS

ACCESS CODE *****

BUT THOUGH JOE MUSASHI MIGHT HAVE SPENT A LIFETIME LEARNING THE OLD WAYS OF **BUSHIDO**, HE ALSO TOOK THE TIME TO MASTER SOME MORE **MODERN** DISCIPLINES.

COMPUTER HACKING AMONGST THEM.

CODE ACCEPTED ■

IT WOULD BE A SIMPLE MATTER TO COMB THE NEO ZEED COMPUTERS FOR TRACES OF NAOKO ON THEIR "GUEST LIST".

INITIATE SEARCH
SUBJECT: NAOKO ■

AND HE WOULD HAVE GOTTEN AWAY WITH IT, TOO, IF THE ZEED'S SECURITY SYSTEM HAD BEEN A LITTLE LESS EFFICIENT.

ZEE-ZEE-ZEE-ZEE

SIR? WE HAVE A SECURITY BREACH IN THE BUILDING'S MAIN-FRAME.

A NINJA MUST OFTEN WORK IN THE DARK. EYES ALONE ARE NOT ENOUGH. THE ADEPT MUST TURN HIS WILL TO LEARNING TO SEE WITHOUT EYES.

HOW CAN ONE DO THAT, SENSEI?

PUT THIS ON.

NOW PREPARE TO *DEFEND* YOURSELF.

I-I CANNOT, SENSEI. HOW WILL I KNOW WHEN YOUR ATTACK WILL COME?

CLEAR YOUR MIND RELAX YOUR STANCE. DO NOT *THINK* OF PARRYING MY STRIKE.

WHEN MY ATTACK COMES, YOU WILL REACT FASTER THAN THOUGHT ITSELF.

THWAKKK!

GOOD. YOUR *HARAGEI** IS STRONG. WITH MUCH TRAINING, IT WILL BECOME STRONGER.

*HARAGEI. A NINJA'S NATURAL IN-BUILT RADAR— MEGADROID.

BUT YOU ARE *INEXPERIENCED.* YOUR HARAGEI WORKED BECAUSE I DID NOT *MISDIRECT* IT.

*DON HEWERD.

MISDIRECTION IS THE *KEY* TO VICTORY.

EVEN THE SIMPLEST MISDIRECTION CAN CONFOUND THE MOST ACCUTE OF SENSES— *HARAGEI* INCLUDED.

SEE WHAT I MEAN.

"MISDIRECTION."

MUSASHI CURSES HIMSELF FOR A FOOL.

OF COURSE, THE ZEED WOULD BE ALERTED THE MOMENT A TERMINAL WAS SWITCHED ON WITHOUT AUTHORITY.

CLICK!

THE ZEED PROBABLY ALREADY KNEW SOMEONE WAS IN THE BUILDING.

IT WOULD BE ONLY A MATTER OF TIME BEFORE THEY SENT SECURITY GUARDS TO INVESTIGATE.

HE HAD ONLY MINUTES TO LOCATE NAOKO AND MAKE HIS GETAWAY.

MAYBE NOT EVEN THAT LONG.

NEXT: DEATH IN A LIFT-SHAFT.

GET STUCK IN

WITH

THE NEW ROY OF THE ROVERS MONTHLY

GIANT-SIZED Melchester Rovers FREE with issue #7

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THE BATMAN ADVENTURES

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Q Zone

Aladdin SPECIAL

The most praised Mega Drive graphics of all time appeared in the blockbuster Aladdin. STC's game guru, David Gibbon grabs his sword and turns street rat to bring you the complete solution.

LEVEL 1 AGRABAH STREET

Make sure you leap in the air to avoid the barrels.

Walk right, but make sure you jump over the hot coals. Stand on the camel's back to kill the enemy, then continue right. Climb up the rope, jump left and touch the small lamp to kill the baddies, then go left until you reach a ledge. Hop onto the single platform with the blue genie, and hop off to the left. Climb the rope, walk right, and fall off the edge of the platform, collecting the apples. Walk up the steps, then continue right to the end. Climb the rope, then grab the wooden pole. Continue right to the edge. Hop across the two single platforms and head right. Climb the rope, turn right, fall to the bottom, then continue right. Jump onto the flag-poles and land to their right. Walk right to finish.

LEVEL 2 THE DESERT

Go left to pick up some apples, then run right. When you come to a dead-end, climb onto the skeleton, and hop across the palm trees to the left. Grab hold of the vine at the top, then turn right. Walk down into the stone cave, heading right (you'll be hidden at this point). Go up, left, then hop across two palm trees. Continue right, fall at the end and go left. Jump up the stone platforms to collect the first Scarab, then head right. Run across the sand, then go up, right, down, and left to collect the next Scarab. Head right to the end, then jump up further stone platforms to collect the final Scarab.

LEVEL 3 AGRABAH ROOF-TOPS

Run right, jump up left onto a flag-pole and collect the first flute. Fall down, grab hold of the rope and continue right. Once on the ground, go left to pick up the second flute. Grab hold of the rope, then turn right to collect the third flute. Fall to the ground and repeat this procedure with each of the three snake charmer's ropes. Continue heading right, then fly up, using the rope. Hurl apples at the knife thrower below you, then jump up onto the rope. Climb up, then go left to find the fourth flute. Continue left, fall down using the wooden pole, then jump up using the flag-poles. Continue up, then head right using the washing lines, until you meet a small knife-throwing man.

FIRST GUARDIAN

Keep hitting the man with your sword, at the end of the right-hand side of the screen. When he's dead, walk left, then back to collect the final flute. Turn left, then grab hold of the rope. Head right to meet the real boss. Stand (as shown in the screenshot), and each time he throws a barrel, jump up and throw an apple at him. Repeat this to complete the level.

LEVEL 4 SULTAN'S DUNGEON

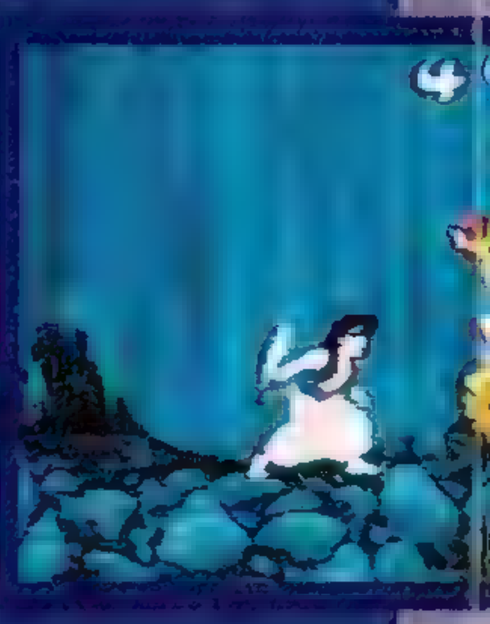
Head right, then up using the moving bricks. Jump right onto the logs. Go up, using the moving stones, and left, then up using the chain. Continue right, then down, and touch a blue vase. Walk right, down and left. Collect a blue genie, then head down, right and up the moving stones. Collect a blue genie, then go right and fall down to meet a skeleton. Go left, down, right, down (touch a blue vase), down (stand next to several vertical spikes), and turn right. Once on the ground, kill the guard and climb more moving stones. Now, climb a metal chain, jump left onto a moving stone, then continue up to the very top. Walk right to the exit.

LEVEL 5 CAVES OF WONDER

Go right. Hit the gold statue by standing directly in front of it. Continue right, jump on the rock valve and a jet of water will push you up. Stand next to the treasure, jump up and grab hold of the rocks above you. Go left, then grab hold of a rope. Climb up and jump left, then touch a blue vase. Jump left, fall and continue heading left. Climb up the rope, jump right and go up past the falling rocks. Jump up and grab hold of a rope. Climb up and head right. Fall to the ground, climb up the next rope and turn right. Walk past more treasure and head down. Climb down the rope and go right. Climb up the long rope, jump left, climb up the next rope, jump left, and at the same time hit the statue with your sword.
Go back up the long rope and continue right.

SECOND GUARDIAN

Each time this boss is visible, hit him like mad with your sword! After several slashes the baddie will die, and you'll be rewarded with a rug ride. When you land, head right across the stepping stones and up the mountain to end.



Slash the golden statue with your sword as he appears on this golden disc.

LEVEL 6 THE ESCAPE

platform and keep the street rat safe !

Keep running and jumping right. Each time you jump, make sure you are standing right on the edge otherwise you may end up in the lava. At the end of the tunnel where the rocks fall behind you, be sure to stand on the red lava before you jump or you won't make it (see screenshot).

LEVEL 7 RUG RIDE

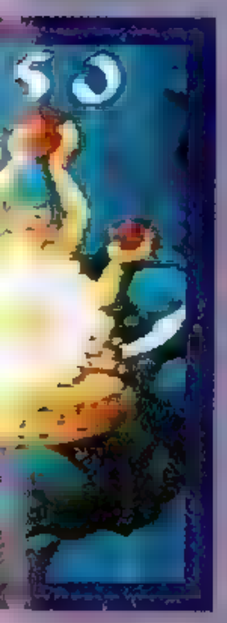
A great round for notching up a big score. Keep watching the blue hands for a guide to which way you should move - up or down. When you see a ? or two hands appear at the same time always stay at the bottom.

LEVEL 8 INSIDE THE LAMP

Jump onto the genie head and bounce right. Grab hold of the heads, go right to the end, then jump down onto a hand. Jump right onto a moving hand, jump onto another hand, then up onto a gold band. Go right and stand next to an arrow pointing upwards. You should now be jumping in the air. Climb up the moving hands, then grab hold of the blue heads. Go right and fall onto an orange cushion. Now, jump up and grab onto a balloon. Keep jumping from balloon to balloon heading right. When you reach the end, land on a 'rest' cushion. Go right and jump into the big blue hands. Head down past the letter B, then go right, jumping across the genie heads. Land on a 'rest' cushion and go down, right and onto a moving hand. Jump off two more flicking hands and grab hold of the blue heads. Head right across the hands, then jump up into the blue trail. Keep going right, across further hands and enter the genie's mouth to finish.

LEVEL 9 SULTAN'S PALACE

Walk left across the flamingos and stones to reach the magic carpet. Use your sword constantly whenever you're on the carpet to get rid of those pesky parrots. Now, go right and climb up the gold rope. When you reach the top, go left and onto the carpet. Head right, and once you have landed, get on the carpet - again! Once you're on the ground, jump left across the platforms. Now, jump up and grab hold of the top rail. Go right, and when you see the monkey's cage, jump up to release him. Continue right, down the rope, left, down the black hole and right to end.



LEVEL 10 JAFAR'S PALACE

Go right, jumping over the fire. Fall down past the swinging ball & chains. Once on the ground, go right for extra energy, then continue left and onto the carpet. Jump off to the right as soon as the carpet hovers near a platform. Continue right, then climb down the gold rope. Go up the next rope for more energy, then continue left and onto the carpet.

FINAL GUARDIAN

When Jafar is trying to pull you in with his magic beam, keep to the far right. As soon as it stops, approach him and throw apples, then immediately retreat. After several hits he will turn into a fire-breathing Cobra snake. Try and jump over the flames while throwing apples at the snake. After several hits you should have completed the game. Go on to kiss Princess Jasmine

Ahhh!

Avoid Jafar's pulling power and throw the apples to end his evil ways.

If you still didn't manage to get through **Aladdin**, just wait until the next Q Zone. I have an excellent cheat lined-up to make the game a complete doddle!

TOP TIPS

Try to use the apples wherever possible to kill the baddies. That way you don't risk being hit.

Buy as many lives as you can at the pedlars stalls. Remember you need five gems for each additional life.

The blue genie tokens offer you a chance on the fruit machine-type game at the end of a level. The more you collect, the more tries you can have.

Always touch the blue vases, so that if you die you can re-start from the same point.

Remember that the blue hearts give you extra energy. There are loads of them lying around the game, so keep a look out.

Watch the parrot lose its feathers as Aladdin throws the deadly apples.

TAILS' AND ERROL'S QUEST TO RESCUE SHIROB, THE MISSING ENCHANTER KING, LOOKS LIKE IT MAY HAVE COME TO AN END...

THE PIT BEAST! HE'S COME FOR ME, SAVE YOURSELVES!

YUM! YUM! YUM!

The Land Beyond Part 3

Tails

NO WAY SHIROB! WE'RE NOT LEAVING YOU!

CHAK! CHAK!

I'VE DONE IT!

CHINK!

WOTCHA DOIN' THERE? DON'TCHA KNOW I'M S'POSED TO *EAT* HIM?

QUICKLY ERROL... I DON'T THINK THE PIT BEAST LIKES US TAKING HIS SUPPER...

Script: Nigel Kitching **Art:** Dave Windett/John M. Burns **Lettering:** Steve Potter

I CAN'T FLY AND CARRY *BOTH* OF YOU...

WHERE WOULD YOU FLY TO? WE'RE IN A PIT, REMEMBER?

WE'LL HAVE TO TRY AND MAKE IT TO THE TUNNEL, *THIS WAY!*

THOSE TWO CREEPS JUST TOOK MY DINNER... AND THAT MAKES ME...

...MAD!

GROWWWWLL!

QUICKLY, WE'LL BE SAFE IN HERE!

LOOK, EVEN *I* CAN TELL WE'RE NOT GOING TO MAKE IT! ONE OF US WILL HAVE TO *FIGHT* THE BEAST!

TAILS..?

NO TIME TO ARGUE, *RUN FOR IT!*

GRAAAAA!!

OH BOY... I WISH SONIC WAS HERE!

YEEE-OWW!

KRUMP!

OW! OW! OW!

I'D BETTER GET OUT OF HERE...

TAILS! YOU MADE IT!

YES, THANKS TO A BIT OF AMAZING LUCK!

FOLLOW ME. I'LL HAVE US OUT OF THESE TUNNELS AND BACK TO THE DIMENSION BRIDGE IN NO TIME.

YOU KNOW TAILS, I'M SURE WE'RE HEADING DEEPER UNDERGROUND AND NOT BACK TO THE SURFACE...

WELL, SHIROB HAS BEEN HELD PRISONER HERE FOR YEARS AND HE SEEMS SURE OF THE WAY.

OKAY BOYS, *DROP* THE SWORDS!

IT'S A TRAP!

I DON'T GET IT SHIROB. DON'T YOU *WANT* TO BE RESCUED?

NO TAILS, I MOST CERTAINLY DO *NOT* WANT TO BE RESCUED...

...AND CAN WE DROP THIS SILLY 'SHIROB' STUFF?

NOWADAYS I PREFER TO BE KNOWN BY A DIFFERENT NAME!

TROGG!

NEXT : OUT-FOXED!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Sonic the Show-off

Dear STC,

I was going to write to complain about someone . . . Sonic! As Sonic is a blue streak of show-off, I was getting sick and tired of seeing him *a-l-l* the time. I would just like to say that I for one am glad that you did something about Sonic getting all the attention, now that Tails has his own comic strip.

Richard Andrews, Wilnecote, Staffs.
MD owner.
Sonic Water Fun Game Winner.

*Phew, I'm glad you **were** going to write and complain. Just think what might have happened if you actually were bold enough to speak up!*

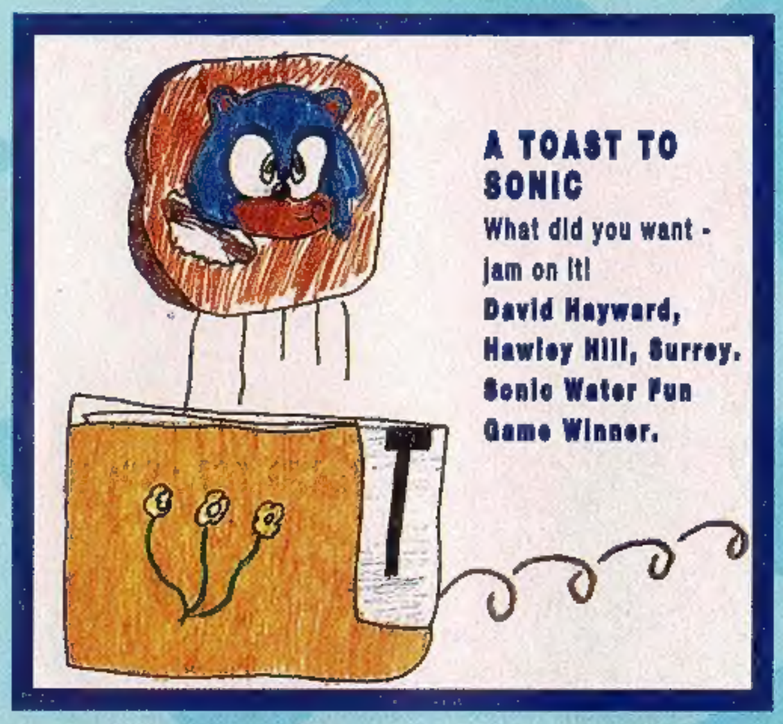
Special Player

Dear STC,

I like your comic and I also loved the *Sonic the Hedgehog 2* game. I played it all the time on my Sega MD. I go to a special school and your comic helps my reading.

Tommy Clifford, Hayes, Middlesex.
MD owner.
Sonic Water Fun Game Winner.

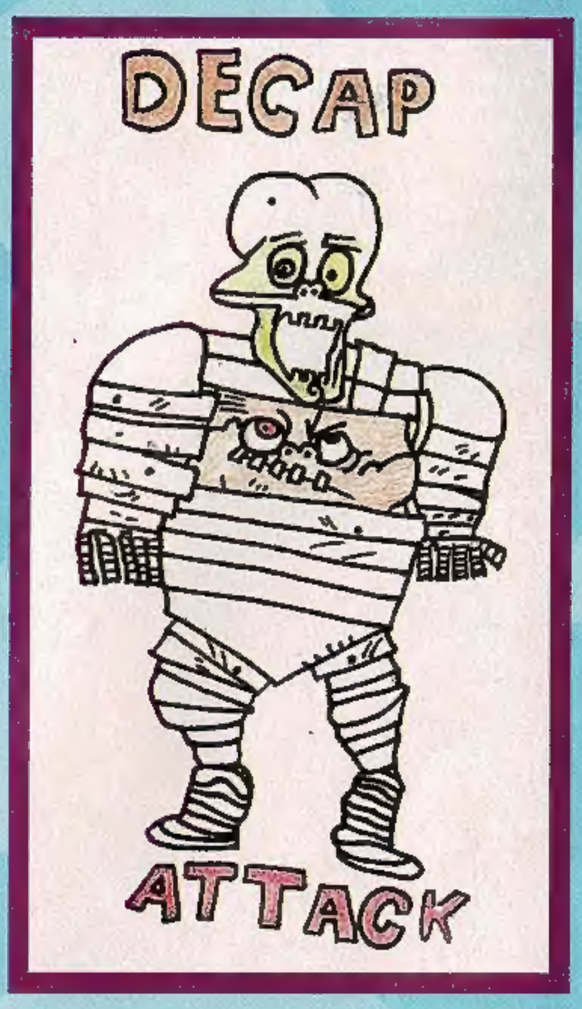
*Thanks, Tommy. Hope you have as much fun with **Sonic 3** - not to mention future issues of STC!*



A TOAST TO SONIC
What did you want - jam on it!
David Hayward, Hawley Hill, Surrey.
Sonic Water Fun Game Winner.

DECLARE DECAP

Unfortunately, we do not have a name and address for this artist hume.



Tails 'Terrorist'

Dear STC,

So, you've done something right for once and satisfied the wishes of the silent majority. I'm referring to the **Tails** strip, which my friends and I are very pleased about, but are disappointed that it's only four pages long. Tails deserves a strip the same size (if not bigger), than Sonic's. If that really wasn't possible, at least Tails could've been given an average five pages. If you think that you can keep the country's many Tails fans quiet by giving their favourite character the smallest strip in STC, you're heading for trouble. Unless you increase the pages of the **Tails** strip, I shall personally come to the office and burn it to the ground with my own copy of issue one. Take the hint?

Sarah Rose, Boothstown, Manchester.
MD owner.
Sonic Water Fun Game Winner.

*Right on, Sarah. But if you do that you'll also destroy all the new **Tails** stories we've got coming up! Now what do you really want, more **Tails** in STC or a lot of slighty charred humes? Don't think too long about it.*

When Will I Be Famous?

Dear STC,

I'm not one to complain, but I've written in three times and you haven't even printed one of my letters yet. Some people just put: "Is this the shortest letter you've ever had", and you bother to print it, while others put a lot of effort in. So, please could you print this or I'll scream.

David Brown, Surbiton, Surrey. MD owner.
Sonic Water Fun Game Winner.

Nothing personal, David. STC gets hundreds of letters every week, if we printed each one, we'd have no room to print anything else. Now keep quiet, there's a lot a lazy humes trying to sleep round here!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

IT FLIES!
IT SPINS!
IT'S FREE!

IT'S THE SONIC SUPER SPINNER!

Max out with this mini flying disc. Perform spin attacks worthy of Sonic himself and freak out those Sega-less saddos! It's a cool green flying machine and it's yours - next issue!

PLUS!

SHE'S CUTE, SHE'S PINK, SHE'S TROUBLE!

AMY'S COMING TO SONIC

- NEXT ISSUE!

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Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

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List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

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